



FINAL FANTASY IX

THE BLACK MAGES' LEGACY

13X22' • EPIC ADVENTURE • 2D/3D • 8-13 YRS OLD

SQUARE ENIX

Cyber Group Studios

THE FF9 PHENOMENON

- # **Final Fantasy was initially released** on NES (Nintendo Entertainment System) **32 years ago** (on December 18, 1987).
- # It is the **biggest RPG** (Role Playing Game) franchise in the game business and one of **the top video game franchise all time**.
- # Square-Enix' 2020 annual report quotes sales of **154M copies sold** to date (combination of global package shipment and digital sales)
- # Why was Final Fantasy 9 picked up by SQEX to become a TV series?
 - 1) the storyline of the game is the one **most suited for a kids and family** audience;
 - 2) The FF9 players breakdown is **40% male and 60% female**;
 - 3) **FF9 is one of the most acclaimed FF game by the fans**. It won 8 awards at the Playstation Award ceremony in 2001;
 - 4) the original FF9 on Playstation still holds the highest Metacritic (specialized press evaluation) of the FF range with an exceptional score of 94%!

FINAL FANTASY IX



THE FF9 UNIVERSE - WELCOME TO GAIA

One of the most iconic and beloved FF universes.

A world full of wonder and diversity

- Colorful locations (the clock city of Lindblum, the great tree of Cleyra, the Qu's marshes...)
- Beings of all kinds and appearances (humans, animals, Burmecians, Qu, Moogles...)

The perfect mix of Fantasy and Science Fiction

- In the sky: flying dragons meet airships
- In the cities: magic and technology coexist

A world with a troubled past

- Dark events
- Deep themes

This aspirational property naturally appeals to both kid and adult audiences and represents a huge co-viewing potential.



FROM THE GAME TO THE SERIES

Our creative challenge is **to offer a captivating and original story** for those new to the FF9 universe; and also satisfy the legions of fans of all ages who have made the property a success.

- # Our story is about **LEGACY**
- # The series takes place about **10 years after the events** of the game
- # The legacy is that of one of the most iconic characters in FF9 and probably of the Final Fantasy franchise as a whole: **VIVI**
- # We'll tell the story of **THE CHILDREN OF VIVI**



FINAL FANTASY IX THE BLACK MAGES' LEGACY

- ✦ Epic/Adventure, with a hint of Comedy
- ✦ 13 half-hour episodes – Serialized
- ✦ Target: Older kids & Family (Co-Viewing)
- ✦ 3D/2D animation



THE CHILDREN OF VIVI

⌘ **6 CHILDREN**, created from **the vital energy** and **magic of Vivi**.

⌘ **MEL, DOC, THEA, FALA, LUCIOLA**, and **KOLN**.

⌘ They have **all inherited great magic powers** from their father...
Except for one of them: **Koln**.



- DOC -



- MEL -



- THEA -



- LUCIOLA -



- KOLN -



- FALA -

IT ALL STARTS WITH A NIGHTMARE

- # Our story begins with **LUCIOLA** having a **nightmare premonition**.
- # In panic, **she heads to the Alexandria slums and buys a mysterious object**.
- # She's discreetly **followed by her brother KOLN**, but he agrees to keep her secret.



CURTAIN RAISER

THE CAREFREE LIFE COMES TO AN END

- ✦ That evening, an **acrobat** called **INORI** arrives at the inn **with her troupe** to put on a puppet show.
- ✦ The morning after the show, **MEL is found inert, trapped in a crystal.**
- ✦ Even worse: **LUCIOLA**, the only sibling who knows “crystal magic,” **has gone missing!**
- ✦ **Who could have done such a terrible thing?!** Did Luciola have something to do with it?





LEAVING THE NEST

- ✦ Luckily Inori knows someone who can **create a cure to save Mel**. She offers to take the siblings to meet her mentor, the **mysterious Professor Gustav**.
- ✦ For the first time, **Vivi's children must leave their cozy nest**.
- ✦ Doc, Théa, and Fala will make the trip with Inori. Since **Koln has no magic powers, he must stay behind** in Alexandria.
- ✦ With a heavy heart, Koln watches his siblings leave for their adventure. But, as he'll soon realize, **the REAL adventure has yet to begin**. And it's about to come **knocking at HIS door...**





THE KNIGHT WITH A SPOON

- ✦ **Koln, Chloe and Pito decide to find Luciola** and head to the store in the slums.
- ✦ They are attacked by a band of thugs and **saved by Sai**, a **young knight armed with a giant spoon**.
- ✦ Sai tells them that **the thugs are members of the Iron Lady Guild**, one of the most evil guilds on the continent.
- ✦ **What does that powerful guild want with them?! Are they behind Mel's petrification?!**

THE TRUTH ABOUT LAST NIGHT

✦ As they return to the Inn, our heroes are **attacked by LEWIS, a walrus from Inori's troupe** with pyrotechnic powers.

✦ **Luciola reappears**, seriously injured, **and saves Koln**.

✦ **Luciola reveals the truth** about last night: **She was attacked by Inori**. And so was Mel!

✦ Inori is an evil witch who wants to steal the siblings' living energy : Théa, Fala, and Doc are in **terrible danger!**

✦ Despite his supposed weakness, **Koln decides to jump into the adventure** to save his family!

✦ **KOLN**, along with his friends CHLOÉ, Sai, and PITO, **leave the city** on chocobo-back and **gallop to Inori's lair...**



KOLN'S RAGTAG BAND OF FRIENDS

Chloe, Sai, and Pito are Koln's best friends. Together they will face all kinds of dangers.

CHLOE, the fiery inventor

SAI, the Knight from the slums

PITO, the troubadour hippo

They start their journey as mere kids, but they will turn into true heroes.



CHLOE, THE FIERY INVENTOR

- ✦ Chloe has loved science and inventions since she was a child.
- ✦ She believes science can be just as useful and effective as magic.
- ✦ She is used to being looked down upon by big city scientists who think science and engineering are a man's business.
- ✦ She's got used to asserting herself and has developed a tough character. Highly suspicious by nature, Chloe doesn't trust anyone, except her friends the Black Mages and Pito.
- ✦ Chloe has one of the greatest minds in Alexandria. To protect herself and her friends, she created a weapon that works like a crazy cup-and-ball game. She also invented a robotic version of a Chocobo: The Chocobot.



SAI, THE KNIGHT WITH A SPOON

- ✦ Sai was found as a baby on the steps of an orphanage, nestled in a gigantic wooden spoon.
- ✦ He grew up in the slums of Alexandria.
- ✦ Sai doesn't know anything about his past but, as he grew up, he showed two great talents: cooking and fighting.
- ✦ His incredible energy and reflexes have forged him a solid reputation in the ghettos of Alexandria: he earned the nickname "the knight with a spoon."
- ✦ Sai's absolute dream is to travel the world and note down the recipes of each kingdom.



PITO, THE TROUBADOUR HIPPO

- ✦ Pito is a smiling Hippo who loves music more than anything.
- ✦ Despite his impressive build, he absolutely hates violence.
- ✦ Pito has a gift for music – give him a bucket with holes or some old pipes and he can play a beautiful symphony.
- ✦ His two best friends are Chloe and Koln. He loves playing music while Chloe tinkers and Koln invents weird dance moves.
- ✦ Pito is neither a great warrior, nor a great hero. Nevertheless, during our adventure, the hippo will have to learn to overcome his fears.



KOLN, THE NOT-SO-POWERLESS BLACK MAGE

- ✦ Koln will discover **his true self** during the journey.
- ✦ Koln has **inherited VIVI's courage and his determination** to protect his loved ones.
- ✦ Koln will embrace his **role as family protector** and **unlock his magic power**.
- ✦ **His magic is among Gaïa's most powerful** – and probably the only one able to thwart Inori's evil plans!
- ✦ **Koln won't only have to save his family – he'll have to save the world!**



INORI

✦ Inori is a mysterious character with many secrets, which will be revealed over the course of the adventure.

✦ Inori is a Genome.

✦ She was taken in as a child by Professor Gustav.

✦ She wants to take revenge on Gaia and free Terran souls.

✦ As she spends time with the Black Mages, she will start to understand her mistakes and try to redeem herself.



PROFESSOR GUSTAV, THE IRON LADY

- # **Professor Gustav is the mastermind** behind Vivi's children's misfortune.
- # She is **a fallen scientist** obsessed with the black mages and **the ruler of THE IRON LADY GUILD.**
- # She took **Inori under her wing**, but only **to manipulate her.**
- # She **lied to Inori** to make her **capture the Black Mages.**
- # She **wants VIVI's children's magic** in order **to create an army of Black Waltzes** to conquer the entire continent.



THE BLACK MAGES' LEGACY

- # THE CHILDREN OF VIVI are the last Black Mages left in Gaïa.
- # Not so long ago, Black Mages committed unspeakable acts throughout the realms.
- # Many still don't like them...at all!
- # Vivi's children will also have to deal with that legacy.
- # For the first time, Vivi's children, especially Koln, will have to confront anger, resentment, and bitterness.
- # How will they react?!



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